

(12) PATENT
(19) AUSTRALIAN PATENT OFFICE

(11) Application No. AU 199650576 B2
(10) Patent No. 704691

(54) Title
Video gaming machine having a touch screen for player interaction

(51)⁶ International Patent Classification(s)
A63F 009/22 G07F 017/32
G06F 003/03 G09G 005/00

(21) Application No: 199650576 **(22) Application Date: 1996.04.09**

(30) Priority Data

(31) Number **(32) Date** **(33) Country**
08/547479 **1995.10.21** **US**

(43) Publication Date : **1997.04.24**

(43) Publication Journal Date : **1997.04.24**

(44) Accepted Journal Date : **1999.04.29**

(71) Applicant(s)
Bally Gaming International, Inc.

(72) Inventor(s)
Raymond Heidel

(74) Agent/Attorney
CARTER SMITH and BEADLE, Qantas House, 2 Railway Parade, CAMBERWELL VIC 3124

(56) Related Art
US 5042809
US 4339798
US 4856787



AU9650576

(12) PATENT ABSTRACT (11) Document No. AU-A-50576/96
(19) AUSTRALIAN PATENT OFFICE

(54) Title
VIDEO GAMING MACHINE HAVING A TOUCH SCREEN FOR PLAYER INTERACTION

(51)⁶ International Patent Classification(s)
A63F 009/22 G06F 003/03 G07F 017/32 G09G 005/00

(21) Application No. : **50576/96** (22) Application Date : **09/04/96**

(30) Priority Data

(31) Number (32) Date (33) Country
547479 21/10/95 US UNITED STATES OF AMERICA

(43) Publication Date : **24/04/97**

(71) Applicant(s)
BALLY GAMING INTERNATIONAL, INC.

(72) Inventor(s)
RAYMOND HEIDEL

(74) Attorney or Agent
CARTER SMITH & BEADLE, Qantas House, 2 Railway Parade, CAMBERWELL VIC 3124

(57)

The invention provides a video gaming machine (10) having a touch screen display (12) and a control system which displays game control touch areas and player data input (78) and message areas (76) on the touch screen display (12) to integrate game control and player tracking functions. The data input areas (78) include touch sensitive key areas (88) for inputting alphanumeric information. The message areas (76) can include both alphanumeric text and graphics messages. The control system groups the message (76) and data input key areas (78) in a logical fashion to create a user-friendly graphical interface to the gaming machine data system. In another aspect of the present invention, a second group of key areas (80) is provided which display graphical icons (82a-e) representing services available to the player.

CLAIM

1. A video gaming machine comprising:
 - a touch-sensitive video display; and
 - control means operatively connected to said touch-sensitive video display for displaying games and for displaying a message area and a first touch-sensitive key area on said touch-sensitive display, said key area corresponding to an entry of data by a player, wherein said control means is responsive to said first key area for receiving and storing said player data.